

STAR WARS®

ROLEPLAYING GAME



SECRETS OF CEREA

JOEY J.D. BUJOLD

Secrets of Cerea

A D20 Supplement for the Star Wars Roleplaying Game

By Joey J.D. Bujold

© SECRETS OF CEREAL 2002. Compiled by Joey Bujold
Please email feedback to the author at joey.bujold@sympatico.ca

STAR WARS ® or & TM; and © 2000 Lucasfilm, Ltd. Title, character, and place names protected by all applicable trademark laws. All rights reserved. Additional Comic artwork (©) 1998-1999 by Dark Horse Comics, Inc. Used without authorization, and will be removed promptly upon request with no contest on the part of the Author. The material contained herein is unofficial, and is not intended for sale. It in no way can be deemed a contest of the rights and ownership of Lucasfilm Ltd., or licensees thereof, including West End Games / Wizards of the Coast/Dark Horse Comics.

Any logos, titles, and other iconography associated with Star Wars used are for identification purposes only, and are copyright ultimately by Lucasfilm, Ltd. or the owner of the logo in question. This additional creative work does not intentionally pose any threat or challenge to the commercial viability of Lucasfilm, Ltd., or licensees thereof, including West End Games / Wizards of the Coast/Dark Horse Comics.

While the idea of Cerea, Cereans, Aryx, and the like is not my creation, this is my work, so please don't steal it...

Please give credit to the author by not posting e-book directly on your site, without prior written permission.

Secrets of Cerea

WELCOME TO CERA	2
PLANETARY DATA	2
GEOGRAPHY OF CERA	3
TECAVE CITY	3
THE OUTSIDER CITADELS	4
CEREANS	5
NON-CEREANS (OFFWORLDERS)	6
NATURAL RESOURCES OF CERA	6
TECAVE GRASS	6
MALIUM	6
GULEA	6
BURRMILLET	6
WILDLIFE OF CERA	6
ARYX	6
OORG	6
BOVAX	7
BHARATHU SNAKE	7
KALLA'THANA	7
CERA DURING THE OLD REPUBLIC	7
HISTORY AND EARLY GOVERNMENT	7
THE MONKS OF ZWEI-DO	8
ON JOINING THE OLD REPUBLIC	9
SILAIS, OLD REPUBLIC REPRESENTATIVE	9
THE PRO-TECH MOVEMENT	9
BRON	9
EPHANT MON	10
CERA JOINS THE REPUBLIC	10
THE REFUGEE RESETTLEMENT COALITION	10
CERA DURING THE EMPIRE ERA	11
THE IMPERIAL SURVEY CORPS	11
EVAN TRIESS, GOVERNOR OF CERA	11
THE REIGN OF THE IMPERIAL AGRICULTURAL CORPS	12
THE CEREAN NIGHTMARE	12
CERA DURING THE NEW REPUBLIC ERA	13
REBUILDING CERA	13
DECLINING THE NEW REPUBLIC'S OFFER	13
THREAT OF THE YUZHAN VONG INVASION	13
CEREAN EQUIPMENT	13
CEREAN WEAPONS	13
CEREAN EQUIPMENT	14
CEREAN ADVENTURE HOOKS	15



The 3 Ceratus suns set on the foothills of the Aryx mountain range.

Welcome to Cerea

Cerea is a temperate, forested-world on the furthestmost extremity of the mid-rim territories, located fairly close to the unknown regions of space. Though it is commonly referred to by off-worlders as a "backwater planet", in actuality Cerea is largely an unspoiled paradise. The natural beauty of this planet is unparalleled, offering spectacular vistas of endless rolling valleys, crystal clear lakes and rivers, majestic snow-capped mountains, and thick, lush forests.

Cerea is a quiet planet, far removed from other civilizations, and equally secluded in its attitudes toward advanced technologies. Segregation and its lack of communication with and travel between other planets have plagued this secluded planet, making trade with others during the Old Republic era next to impossible. Yet for eons, Cereans have purposely maintained the vast distance between themselves and other peoples, and during that unstable time of hostile takeovers by the growing Republic, that physical separation might well have been their salvation from

Cerea

System/Stars: Cerea System/Ceratus I, II, III (Yellow Giants)

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (breathable)

Gravity: Standard

Terrain: Forest, Jungle, Lakes, Mountains, Ocean, Plains

Length of Day: 26 standard hours

Length of Year: 347 standard days

Moons: 2

Planet Function: Agricultural World

Government: Democracy (Before & After Empire Era)

Tech level: Agricultural

Population: 450,000,000

408.5 million Cerean Females, 21.5 million

Cerean Males, 20 million Offworlders

Major Exports: Contraband, Minerals

Major Imports: None

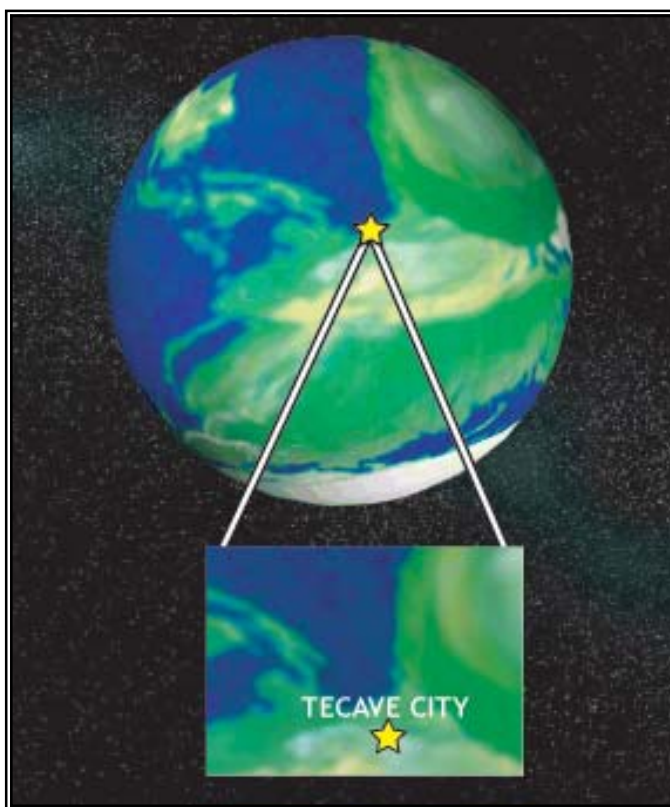
Starports: 3 Limited class (Citadels).

the unwanted invasion of other worlds.

Cerea is a self-sufficient planet, but the planet's mineral wealth has long been the target of grubby outsiders, who would plunder the rare resources if only given the chance.

Planetary Data

Cerea orbits around the 3 Ceratus stars, all yellow giants which in turn orbit the center of the Cerea System due to their symbiotic gravitational attraction to each other. The planet's polar shifts, in accordance to its distance from its suns provide the ideal requirements for a temperate climate, suitable for life. The atmosphere, while noted for its high moderate quantities of malium, is breathable by most species requiring oxygen.



Cerea is a lush planet, full of many exotic species of plant and animal life. This is aided primarily to the fact that due to their heightened knowledge and wisdom, Cereans have gone to great lengths to preserve the delicate planetary ecosystem, not doing anything which might harm it - borrowing only modest resources which are necessary to live.

With the exception of the extremes of the planetary poles, Cerea for the most part has a moderate temperature range. While there are some smaller continents that are situated in the main ocean, the main continent is centered directly in alignment with

the planet's equator. Seasonality on this continent is minimal, allowing for a negligible variance of temperatures. The main difference between the seasons is measured by the amount of precipitation that occurs. In the winter months, rain occurs much more frequently than in the dryer, summer months.

Geography of Cerea

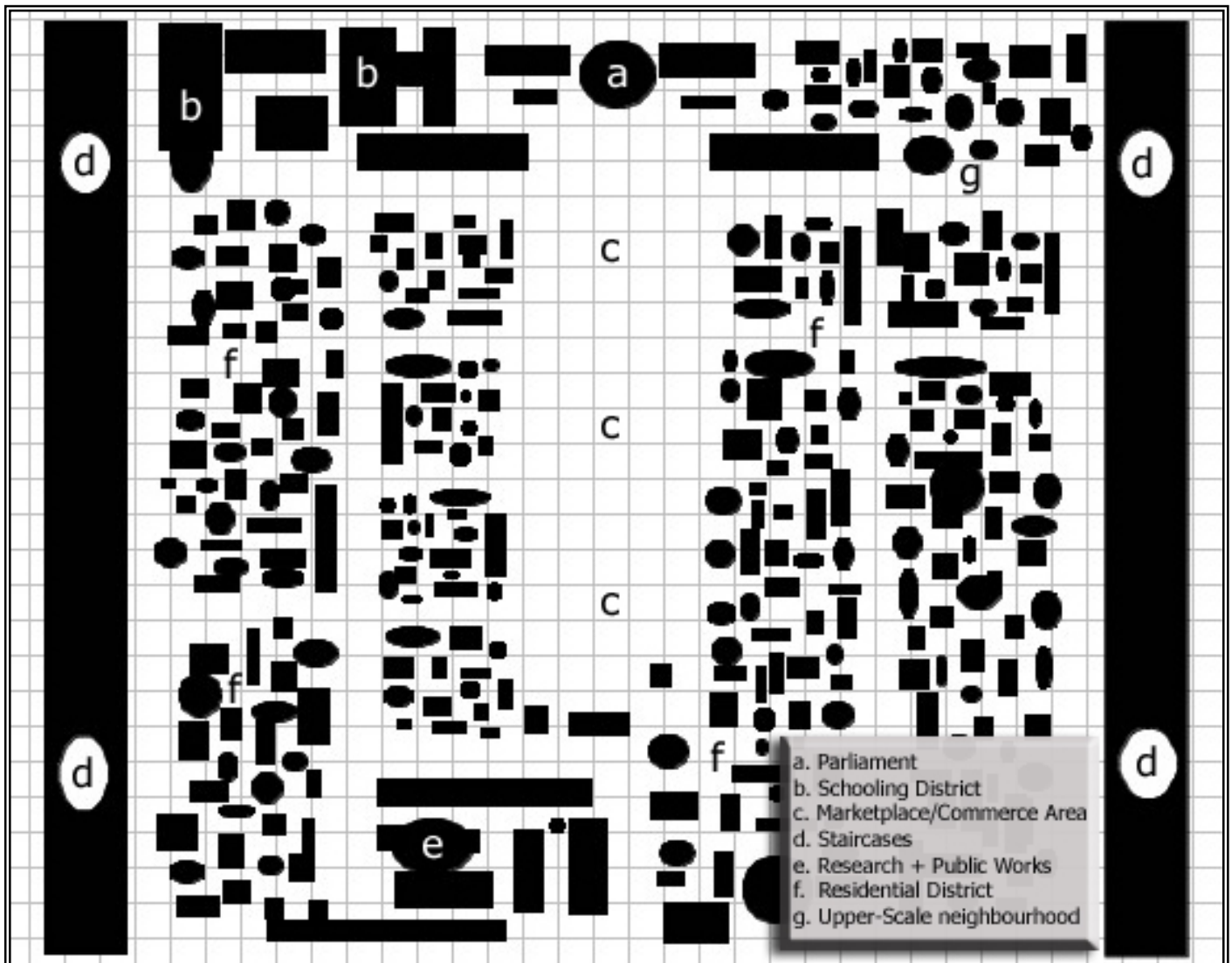
The main continent of Cerea, named Tra'hai has three mountain ranges - the main range being the Aryx mountain range, and the two lesser ones, Tommar and Ceratus. There are many lakes and rivers throughout the continent, the largest of all lakes - the Greater Lake lies approximately 300 kilometers southeast of Tecave city. Tecave City is situated to the immediate south of the central Cerean Ocean.

While smaller Cerean villages are commonly scattered throughout the main continent, the main cities of Cerea are: Tecave City - Cerea's capital, and the 3 outsider citadels: Tommar, Trieg, and Tallus.

Tecave City

Perhaps the Cereans' most notable accomplishment was the establishment of their capital, Tecave City. The entire city was built on a massive stone structure, supported by three buildings. The top portion of the city is an open cube, with another cube in the center.

The three buildings themselves were erected as a symbol of the three main Cerean mountain ranges, representing the entire continent and all the Cerean population within. The city itself stands as an impressive display of Cerean engineering, as well as a monumental testament to the devotion of the Cerean people towards the preservation of the planet's natural environment. The lower portion of the city contains stables for aryx, the mode of transportation most common to all Cereans, in addition to homes for most of the farmers, responsible for agricultural on all the cities' surrounding lands. Inside the buildings themselves are large staircases that lead to the upper



Map of Central Tecave City



Tecave City stands as an impressive monument - a testimony to the Cerean people's passion towards environmental preservation.

portion. There is also an intricate system within the city developed by Cereans for plumbing. Sewage is recycled and used for the surrounding farmlands.

The central, or main portion of Tecave City is sloped, and divided into several areas - including the parliamentary area (where the Elder Council sessions are held), the schooling district, the marketplace/commerce area, the staircases leading to other levels of the city, research and public works, residential districts and upper-scale neighborhoods. Over the course of millennia, the city itself has grown vegetation throughout the edifice. Verily, in the stone heart of the upper portion of Tecave City, there are trees, shrubs, gardens, flowers scattered throughout.

The Outsider Citadels

Deep on the outskirts of Cerea, far away from Tecave City, lie the 3 citadels - Tommar, Trieg, and Tallus. These citadels were erected at the behest of the Cerean Elder council, based on the stipulation that offworlder access to Cerea would remain restricted to within their walls. In addition, the Council imposed strict regulations regarding the importation of "high-technology" (most mechanical weapons, starships, speeders, etc.) on the planet in an effort to control the amount of pollutants emitted in the planetary atmosphere.

The three citadels, although isolated, are essentially identical in architecture. Staircases are found within the base, leading to a large center. Within the center of each citadel lies a limited number of docking bays, and a small city comprised of several floors. Each floor houses rest stations, nightclubs, marketplaces (although sale of high-technology items is strictly forbidden), and homes for some of the more permanent residents.

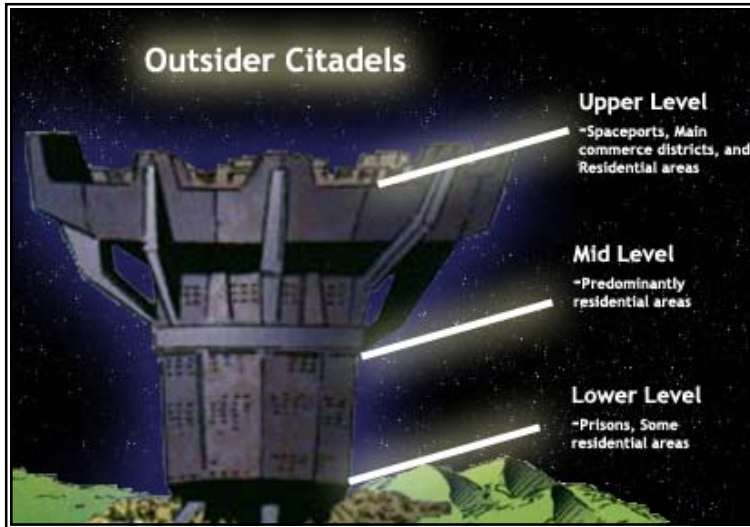
The citadels have become centers for scum and villainy and people in general who wish to keep themselves isolated from the Republic.

During the fall of the Republic, and during the Imperial Era, Guilea quickly became the planet's chief underground commodity for offworlders, primarily due to its rarity on other worlds. Several notorious crimelords (including Jabba the Hutt, and Tallon Karrade in the later years of the Rebellion) had invested a considerable amount of resources in its manufacture and export of the narcotic. A few corrupt Cerean officials (such as Cerean Elder Dorr-Femi-Bonmi) were bribed to overlook the manufacturing operations.

Along with the illegal Guilea operations, several offworlders saw a major business opportunity in supplying the needs of some of the technology-hungry Cerean groups who had broken away from traditional Cerean beliefs. Although the sale of high technology was forbidden - even in the citadels - there was nonetheless a sizeable black market for speeders, swoops, weapons, and other technological devices.

The Citadel Security is comprised of Cerean officials, along with some Cerean and a very few non-Cereans who work closely with the Elder Council to ensure that Cerean law is enforced. There are a few prisons located towards the bases of the citadels when the laws are transgressed.

Cerean Citadel Security Guard: Cerean, Thug 3; Init +1 (-1 Dex, +2 Species); Def 10 (-1 Dex, +1 Class); Spd 10m; VP/WP -/15; Atk +2 ranged (by weapon), +4 melee (1d3+1, punch); SV Fort +4, Ref +0, Will +2; SZ M; FP: 0; Rep: +0; Str 12, Dex 8, Con 12, Int 14, Wis 13, Cha 10.



Equipment: Khabalis, Knife, Bow, 10 Arrows, Handcuffs, Keys

Skills: Climb +5, Intimidate +3, Jump +5, Knowledge (Cerean Law) +7, Read/Write Basic, Read/Write Cerean, Ride +2, Speak Basic, Speak Cerean, Swim +6, Tumble +1

Feats: Alertness, Armor Proficiency (light), Athletic, Toughness, Weapons Group Proficiency (primitive weapons)

Cereans¹

The natives of Cerea - Cereans - resemble humans in appearance. Their heads, however, are much larger than humans, with a cranium that extends approximately 12-20 centimeters above their foreheads (the average total Cerean height is about 2 meters tall, including their elongated craniums). Contained within the skull is a binary brain, which bestows the Cerean an advanced capability for contemplation and meditation. Their binary brains allows them to constantly ponder both sides in any disagreement and give two points of view equal deliberation. Also, as a result of this heightened intelligence and awareness, Cereans are considered to be very perceptive. There are very few patterns or trends that escape the notice of a Cerean - no matter how complex or unclear. Cereans also have dual-hearts located within their chests, to support their unique dual-physiology.

The average Cerean lifespan is slightly shorter than that of humans. Nonviolence is advocated among most Cereans, in adherence to their ancient customs. Due to their passive nature, a Cerean wishing to leave Cerea in search of adventure is uncommon.

Cereans also have an ingrained form of precognition - perhaps due to their binary intellect, although no concrete facts exist to justify this speculation.

Cereans for the most part have a calm demeanor, and are exceedingly balanced. Cereans tend to be isolationists as a race, preferring to maintain their distance from the bustle of the core worlds, living in a low-tech environment. The Cerean culture's traditional values emphasize living in harmony with nature, always minimizing any impact on the environment from technology. They go to great lengths to preserve the natural beauty of their homeworld, creating cities within towers overlooking the surrounding vistas, thereby not interfering with the sensitive ecosystem of their planet.

Due to genetic limitations of the Cerean race, the ratio of Cerean men to women is one to twenty. As a result of this, Cereans have incorporated polygamous marriages into their social structure. A typical Cerean male will take one Bond-Wife (the name used to describe the first wife of a Cerean Male), as well as several honor wives (the name used to describe secondary Cerean wives). The relationship between the bond-wife and the honor-



Ki-Adi-Mundi: Legendary Cerean Jedi

¹ *Author's note* - for Cerean Roleplaying, and Commoner Stats, please see pages 24 and 320 respectively of [The Star Wars Roleplaying Game - Revised Core Rulebook](#), published by *Wizards of the Coast*.

wives is often strained, especially with relationship to the bearing of children.

Non-Cereans (Offworlders)

The outsiders either coming to or living on Cerea live in the Outsider Citadels - contained cities maintained by the off-worlders who live on the planet. Because the native Cereans discourage the use of high technology, off-worlders are limited in technological use to the Citadels only. Many Cereans despise the Citadels, and their inhabitants for the pollution and waste they produce.

But the influences from the citadels have not gone unfelt. The citadels are cramped and polluted, overrun with motorized vehicles and unpleasant characters, and full of all the new technology that elder Cereans despise - and younger Cereans crave. In the citadels, technology is an important part of everyday life, and young Cereans have experimented with it whenever possible, reveling in the mysterious glamour of it all, and wishing more than anything that they, too, could share in the wealth of exotic toys and high-tech toys that their foreign neighbors cannot live without.

Very few off-worlders gain permission from the Elders to travel freely in Cerea beyond the Citadels. Technology on Cerea is banned outside of these Citadels, and the import of high-technology onto the planet (excepting the Empire Era, when Cerea was under Imperial Control) is strictly forbidden.

Natural Resources of Cerea

Tecave Grass (Pronounced: TEH-CAH-VEY)

A grass, which fills the rolling fields of Cerea. Tecave is the primary ingredient used in the production of the narcotic guilea, which in turn is illegally exported off-planet. Tecave thrives on the presence of malium in the atmosphere. The export of tecave from Cerea is strictly prohibited by the Cerean Elder Council.

Malium (Pronounced: MAL-EE-UM)

An element that exists in the Cerean atmosphere in trace quantities. Although rare on other planets, the specific concentration of malium on Cerea is ideal for the growth of tecave grass. The export of malium from Cerea is strictly prohibited by the Cerean Elder Council.

Guilea (Pronounced: GWI-LEE-AH)

An extract of Tecave grass, which is renowned for its mildly euphoric properties. Guilea is commonly mixed with beverages, although the extract itself can be ingested or inhaled. Production of Guilea in other areas of the galaxy is virtually impossible, due to the fact that in production, both Tecave and malium need to be mixed in the exact quantities. In spite of the many

governmental restrictions pertaining to this drug, Drug Smugglers subject themselves to great risks to sneak it off of the planet.

Burrmillet

Although not native to Cerea, Burrmillet is a grain which was mass-produced on Cerea (among other worlds) during the Empire era, which was used in the production of raw flour, various breads, and cereals.

Wildlife of Cerea

Aryx

A flightless, carnivorous bird, typically domesticated by Cereans and used as mounts. Wild Aryx can be spotted throughout the main continent on Cerea, although they are found predominantly on Cerea around the aptly named Aryx mountain range, where they nest in the foothills. The Aryx is large in size, averaging over 2-3 meters in length. They are covered with white feathers, tipped with spots of blue and gray. The Aryx strides swiftly and effortlessly through the Cerean countryside with its long, slender legs, with sharp talons, which they use to defend themselves. Aryx also possess a huge beak, which they use to bite, hold, and tear their prey. The Aryx has a keen vision that enables it to be constantly aware of its surroundings - ever-poised to attack prey, defend itself against predatory threats, or flee in an split instant. When domesticated, the Aryx are loyal creatures, and defend their masters fiercely if required.



Aryx: Herd Animal 4; Initiative +4 (Dex); Defense 13 (+4 Dex, -1 Size); Spd 20 m; VP/WP 32/11; Atk +6 melee (1d4+4 Claw, 1d6+2 Bite) or +6 ranged; SQ Run-by attack, Trample 2d4+4, or half if a Reflex save (DC 18), SV Fort +1, Ref +4, Will +1; SZ L (Average 3.2 m); Face/Reach 2 m by 4 m/4 m; Str 18, Dex 18, Con 11, Int 2, Wis 10, Cha 4. Challenge Code B

Skills: Listen +4, Spot +2, Survival +4, Move Silently +4, Intimidate +1

Oorg



A small herd animal, commonly used as a food source among Cerean farmers. Oorgs are smelly, slug-like creatures, possessing a long snout which they use to both feed themselves and

breathe. Wild Oorgs are generally found in the marsh regions on Cerea.

Oorg: Scavenger 2; Initiative +1 (Dex); Defense 12 (+1 Dex, +1 Size); Spd 8 m, burrow 2 m; VP/WP 4/10; Atk +0 melee (1d4-1 Bite) or +1 ranged; SQ Low-Light Vision, DR 2, SV Fort +3, Ref +0, Will +0; SZ S; Face/Reach 2 m by 2 m/1 m; Str 6, Dex 12, Con 10; Int 2; Wis 7; Cha 2. Challenge Code A

Skills: Survival +10, Hide +4

Bovax

The Bovax is a large, powerful bovine creature which is used by Cereans for agriculture, primarily for plowing large fields. The males have large horns, which the wild use to defend their herds against predatory threats.



Bovax: Herd Animal 3; Initiative +0 (Dex); Defense 8 (+0 Dex, -2 Size); Spd 6 m; VP/WP 33/48; Atk +7 melee (2d6+7 Gore) or +0 ranged; SQ Trample 3d6+7, or half if a Reflex save (DC 20), SV Fort +3, Ref +1, Will +1; SZ H; Face/Reach 4 m by 10 m/2 m; Str 24, Dex 11, Con 24; Int 2; Wis 11; Cha 3. Challenge Code B

Skills: Survival +6, Listen +3, Intimidate +2

Bharathu Snake

Considered by most Cereans to be the most lethal of all Cerean reptiles, the Bharathu snake can be found scavenging forests in search of highly prized Aryx eggs. The Bharathu snake and the Aryx are natural enemies, and as such will viciously attack each other on sight.

The Bharathu poison is lethal - any targets bitten by this scavenger must make a DC 20 Fort save. On a failed save, the target takes 2d6 damage and is paralyzed for 1d4 rounds.

Bharathu Snake: Forest Scavenger 5; Init +2 (+2 Dex); Def 11 (+2 Dex, -1 Size); Spd 16 m; VP/WP 50/20; Atk +4 ranged (1d8+3 Bite); SQ Constrict, Poison; SV Fort +9, Ref +3, Will +0; SZ L; Face/Reach 2 m by 2 m/6 m; Str 17, Dex 14, Con 20, Int 1, Wis 8, Cha 1. Challenge Code C

Skills: Hide +1, Listen +5, Move Silently +5, Search +1, Spot +3, Survival +1

Feats: Alertness

Kalla'thana

A huge-sized eagle-like carnivorous predator, Kalla'thanas nest primarily in mountain ranges, although they are occasionally found elsewhere, such as in forests. They have a huge wingspan, and remarkable eyesight, which they use to spot their prey. After killing their prey, they will usually return the remains to their nests, to feed their young.

Kalla'thanas feed primarily on medium size opponents, and use their massive claws to kill their prey. Kalla'thanas will only attack when hungry, although they are known to viciously defend themselves if threatened.

Kalla'thana: Airborne Predator 6; Init +9 (+3 Dex, +4 Bonus); Def 12 (+3 Dex, -2 Size); Spd 4 m, fly 20 m; VP/WP 80/48; Atk +8 (2d6+6); SQ Darkvision, Fast Healing; SV Fort +12, Ref +8, Will +4; SZ H; Face/Reach 2 m by 5 m/2 m; Str 22, Dex 16, Con 24, Int 2, Wis 14, Cha 11.

Skills: Climb +13, Hide -4, Intimidate +3, Jump +12, Listen +9, Move Silently +3, Spot +12

Feats: Alertness, Flyby Attack, Improved Initiative

Cerea During the Old Republic

History and Early Government

Millennia ago, the native Cereans joined and formed small tribes. Throughout millennia, these indigenous tribes developed agriculture gradually to the science it is known as today throughout Cerea, while simultaneously adhering to their strong ideals, which traces its roots back into ancient Cerean mythology. Prehistoric Cerean religious beliefs centered on their primary deity - Chu'tha-nandi - The Father. According to legend, the Father had taken many wives in holy Cerean matrimony - his bond wife was Kithinda, or Mother Nature. He also wedded an infinite number of honor wives (such as Logic, Love, Compassion, and Loyalty - just to name a few). The children conceived from this marriage encompassed the galaxy - stars, planets, and moons.

Thus, it was commonly believed the Cerean people were created in the Father's image, and as such the Cerean common man was expected to take on many wives, as reflected in the Father's many honor wives. The bond-wife of the Father - Mother Nature - was considered extremely sacred since she bore all creation, and as such, she was to remain protected by her children at all costs. This tenet has survived to this very day in Cerean ideology.

Although historians continue to debate on the issue, it is generally agreed that modern Cerean society began taking shape when a number Cerean tribes convened with the intent of settling their ongoing disputes through diplomatic means in their common interest to preserve the natural beauty and scenic majesty of their planet. They formed a council consisting of elder representatives from each tribe. These Elders would meet on a regular basis, discussing ongoing tribal issues and resolving problems, with utmost attention towards preserving the Cerean way of life.

This tradition has survived even in the waning days of the Old Republic. The Cereans' principal governing body during the Old Republic is known as the Elder Council, a group of regionally elected officials who convene in Tecave City (the capital city of the planet) and make decisions affecting Cerean life, institute and enforce Cerean law, and debate ongoing philosophical and scientific issues.

Before the influence of the Republic, the Cerean government's primary concern was to provide the farmers with adequate protection against tribes of independent Cerean bandits. Due to the low levels of males in Cerea, bandits were notorious with the kidnapping of male Cerean youths and raising them as their own, as well as pillaging farming communities and stealing whatever food they needed to survive.

The Elder Council consists of nine male Cereans, elected primarily on basis of their knowledge and expertise in Cerean philosophy. After the Republic established contact with Cerea, political subterfuge gradually become more common - the prime example of this was when Council Member Dorr-Femi-Bonmi was arrested on the basis of his ties with Cerea's criminal underbelly in the Citadels.

According to tradition, an administrative Elder is appointed to oversee the day-to-day administrative activities of the parliamentary body. While it is considered a great honor to the Elder to be elected into this position, the administrative Elder's role is primarily that of an organizational nature - he is not granted any special privileges, as a precautionary measure to avoid abuse of power. During the fall of the Old Republic, the head Elder's position was held by the Elder Char-Somo-Dali.

The Monks of Zwei-do

Some 5,000 years before the Battle of Yavin, a small space freighter pulled out of hyperspace in the Cerean sector. The ship, which was badly damaged due to a malfunctioning power coupling, landed on the nearby planet of Cerea. While the group of offworlders spent a few days repairing their ship, an unusually adventurous Cerean youth named Zwei'adav befriended the group.

Unbeknownst to the crew aboard the ship at the time of departure, Zwei'adav stowed himself aboard the ship, which then departed for the core worlds.

Shortly upon arrival at Coruscant, a group of Jedi interrogated the youth - and found that Zwei'adav possessed an innate connection with the Force. Rather than going home immediately, Zwei'adav opted to devote the next fifteen years of his life training as a Jedi. Zwei'adav was credited for being the first of the Cerean Jedi Knights. His knowledge of the Force was paralleled only by his ability to fight in unarmed combat - rather than the customary lightsaber, Zwei'adav chose to develop a series of very simple, yet extremely effective martial arts forms, based on ancient Cerean fighting styles.

Several years later, Zwei'adav returned to Cerea. He remained there until the end of his days, occasionally instructing young Cerean males in his chosen path. Over the next 5,000 years, the terms Force and Zwei were increasingly used synonymously with each other. The path of Zwei-do, or "Martial arts through the Zwei (the Force)" came thus into being. Zwei'adav's loosely knit group of initiates formed an organized monastic order, devoting themselves wholeheartedly to the study of Zwei-do.

Due to the impractical distance to Cerea, the Jedi rarely sought out Zwei'adav - and while they knew he chose to train others in his path, they silently consented to let him train outside of the Jedi Circle, since his philosophy preached strict adherence to the Jedi Code.

The Zwei-do monks eventually came to assist the Elders as counselors, and keepers of the peace of Cerea - much like the Jedi assisted the Galactic Senate. The Zwei-do order eventually broke off from assisting the Elders with day-to-day issues, in an attempt to keep the Zwei philosophy separate from matters of the state. Over a span of a few hundred years, the Zwei-do broke off from the rest of Cerean society completely, choosing to maintain their ascetic lifestyle in the Cerean foothills.

The Zwei-do were one of the only few existing Force Warrior traditions remaining in the galaxy during the fall of the Old Republic (*For more information on the Force Warrior prestige class, please see the Power of the Jedi Sourcebook, page 17*).

According to tradition and as an expression of their self-discipline, the Zwei-do warriors took vows of celibacy and poverty. Cerean commoners viewed this with outright revulsion, seeing as the number of males in the species was marginal - vows of celibacy prevented them from marrying and further propagating the species. During the time leading up to the galactic civil war, the Zwei-do were all but forgotten about in the mountains.

There, they would remain in seclusion to study their ascetic and arcane pursuits until the fall of the Old Republic, where they were discovered and annihilated during the Jedi Purge.

On Joining the Old Republic

In the beginning, Cerea had no intention of joining the Old Republic. Cereans purposely maintained their distance from the rest of the galaxy, due to the conflict with their personal beliefs. Still, others have taken notice of this peaceful, well-preserved planet, and the mushrooming Republic eventually began its advance into the lives of Cereans. The Republic established contact with Cerea only decades before the clone wars - before the Republic was transformed into the Empire. The Republic initially thought that no planet in the Cerea system would be capable of sustaining life with a trinary star system. However certain clues, such as the discovery of records of Zwei'adav prodded them to discover that Cerea had life. When the Republic made contact with the Cerean people, there was much initial resistance from the Elders and the Cerean people towards aligning themselves with a body of planets whose values greatly contradicted the Cerean way of life.

The Elder Council permitted off-worlders to travel to and from Cerea, on the condition that they (and their technology) remain in separate cities - located far away from the natural environment of Tecave City. It was commonly thought among Cereans that while contact with the growing Republic was becoming inevitable, off-worlders could share in the splendor of the Cereans' native home world, as long as their polluting technology remained as far from Cerean cities as possible. As an act of goodwill towards the Cereans, the Republic reluctantly agreed to this concession, and erected the citadels for themselves. This compromise was made by the Republic in an effort to keep the lands of Cerea unspoiled by pollution caused by excessive technology. But after some time, the Republic discovered for themselves that there were many resources on the planet which were as of yet untapped. Talks with the Elder Council in hopes of re-convincing the Elder Council to join the Republic (or at least initializing a potential business relationship) began anew. A charismatic Twi'lek Republic Representative named Silais was sent to convince the Elders to join the Republic.

Silais, Old Republic Representative

Silais did not expect the level of resistance from the Elders that he received during his initial meeting with them. In what might otherwise have been a brilliant presentation to the Cerean Elder Council, Silais spoke of the benefits the Republic could bring to what he considered to be a backwater world, but the Elders, along



with the Jedi Ki-Adi-Mundi² remained stoic in their position.

Silais: Male Twi'lek, Diplomat 2/Noble 4; Init +1 (+1 Dex); Def 12 (+1 Dex, +1 Class); Spd 10m; VP/WP -/11; Atk +4 melee (1d3, punch), +5 ranged (by weapon); SQ Coordinate +1, Favor +2, Inspire Confidence, Low-light vision, Noble bonus class skill (Gather Information), Resource Access; SV Fort +2, Ref +3, Will +8; SZ M; FP: 0; Rep: +5; Str 10, Dex 12, Con 11, Int 17, Wis 12, Cha 18. Challenge Code C

Equipment: Blaster pistol, Comlink, Datapad

Skills: Bluff +11, Computer Use +10, Diplomacy +18, Entertain (storytelling) +7, Gather Information +11, Intimidate +8, Knowledge (Bureaucracy) +12, Listen +3, Profession (lawyer) +3, Read/Write Basic, Read/Write Ryl, Sense Motive +12, Speak Basic, Speak Lekku, Speak Ryl, Spot +5

Feats: Influence, Persuasive, Sharp-eyed, Skill Emphasis (Diplomacy), Trustworthy, Weapons Group Proficiency (blaster pistols, simple weapons)

The Pro-Tech Movement

As Silais tried to renew hopes for a Republic which included Cerea, there was another growing debate over the matter of technology use on Cerea - a small group of young Cereans known as the Pro-Tech Movement (affectionately known as The Techrats) broke off from the traditional Cerean way of thinking and supported the use of technology. This group consisted mostly of members of the younger Cerean generation, and was led by a Cerean youth named Maj-Odo-Nomor. Their ultimate goal was to convince the Cerean Elder Council to permanently lift the ban on technology outside of the citadels, through drastic measures, if necessary. Their ideals were influenced considerably by a human male activist named Bron.

Bron

Bron originally traveled to Cerea to bring as much illegal technology to the planet as he could - for a profit. He understood that the import of high-technology items was forbidden by the Council, but he used the freedom afforded to off-worlders to incite the younger Cereans to demand them of their elders. Many of the older Cereans, such as Ki-Adi-Mundi, believed that Bron was an impostor, spinning wondrous tales of the Republic that were simply not true. However, as the



² *Author's note* - for Ki-Adi-Mundi's gaming stats, please see page 119 of *The Star Wars Roleplaying Game - Power of the Jedi Sourcebook*, published by Wizards of the Coast.

elders tried to stop him, they realized that such actions would simply lend credence to his diatribes.

Bron: Male Human, Fringer 1/Noble 5/Scoundrel 1; Init +1 (+1 Dex); Def 16 (+1 Dex, +5 Class); Spd 10m; VP/WP 39/11; Atk +4 melee (1d3+1, punch), +4 or +0/+0 ranged (3d6, Blaster [Pistol]); SQ Coordinate +1, Favor +2, Fringer bonus class skill (Bluff), Illicit barter, Inspire Confidence, Noble bonus class skill (Tumble), Resource Access; SV Fort +3, Ref +7, Will +5; SZ M; FP: 4; Rep: +7; Str 12, Dex 13, Con 11, Int 15, Wis 12, Cha 17.

Equipment: Blaster Pistol, DataPad

Skills: Appraise +5, Astrogate +5, Bluff +15, Computer Use +7, Diplomacy +14, Disguise +5, Forgery +4, Gamble +7, Hide +6, Intimidate +7, Knowledge (Cerean Lore) +8, Knowledge (Streetwise) +6, Knowledge (Technology) +4, Listen +7, Pilot +3, Read/Write Basic, Read/Write Chevin (Not Literate), Search +5, Sense Motive +10, Speak Basic, Speak Cerean, Spot +7, Survival +2, Swim +2, Tumble +2

Feats: Alertness, Influence, Persuasive, Trick, Trustworthy, Weapons Group Proficiency (blaster pistols, primitive weapons, simple weapons)

During a Pro-Tech rally led by Maj-Odo-Nomor and his followers, Ki-Adi-Mundi abruptly interrupted Bron's speech - in an effort to recover his daughter Sylvn, who had befriended Maj. Ki's appeals to the Cerean youths to not take heed of Bron's words were not well received - several teens overpowered him with the intent of teaching him a lesson. Maj took Ki's lightsaber and accidentally killed another youth. When Ki was accused of the murder of the young male, Bron saw his chance to turn the tide of the elders. Despite the fact that the youth was actually killed when Maj-Odo-Nomor tried to use the Jedi's lightsaber, Bron continued to push his point that the elders could use technology when it suited them, but kept it from the younger members of society. He also used Maj as a sort of hero-figure, building him up in the minds of his peers as an unjustly imprisoned youth. However, it was all just a backdrop to his own schemes, which counted on the skills of Ephant Mon to import swoops and other high-technology equipment to Cerea in exchange for tecave and malium.

Despite the snubs of the Council for his efforts, Silais provided the evidence (through use of technology) that exonerated Ki of the murder of the young man, and implicated Maj-Odo-Nomor.

Ephant Mon³

Ephant Mon was a Chevin, who was involved with two disheveled but equally illegal ventures for Jabba the Hutt: the import of high technology to Cerea, and the export of malium from the planet.

³ *Author's note* - for Ephant Mon's gaming stats, please see page 50 of *The Star Wars Roleplaying Game - Secrets of Tatooine*, published by Wizards of the Coast.

In the business with Bron, Ephant Mon befriended Maj-Odo-Nomor and his techrat friends in order to gain a measure of popular support while remaining behind the scenes. However, the strategy was thwarted by the emergence of Ki-Adi-Mundi, who was searching for his own daughter, Sylvn, as well as Maj. Ephant Mon was forced to transport them to Tatooine. Mon used the presence of Sylvn to lure Ki to their rescue. When the situation turned against him, Ephant Mon jettisoned the escape pod and returned to Jabba's palace with Sylvn and Twin (another pro-tech activist) in chains. Mon tried to diffuse the situation by leaving the two girls at the mercy of one of Tatooine's awesome storms. The plan was to distract Ki while they covered their tracks. Ki managed to rescue the girls, but Mon and Jabba the Hutt managed to evade capture.

When Ki managed to track Ephant Mon to Tatooine and discover information on the Hutt's business connections to the Trade Federation, Bron backed down on his tirades and went into hiding.

Cerea Joins the Republic

Shortly after Ki-Adi-Mundi returned to Cerea with his daughter, Cerea willingly joined the Republic. The main motivating factors behind this decision were twofold:

- 1) *The Cerean government's acceptance towards the use of technology, in justified cases (such as clearing Ki-Adi's name during the Pro-Tech rally incident), and;*
- 2) *The increasing acceptance of the Cerean population towards technology use - as a direct result of the Pro Tech movement, had begun lessening their technological restrictions on Cerea, based on overwhelming demand.*

Ki-Adi Mundi was also invited to join the Jedi Council as a result of his keen display of mastery of the force, as well as a keen intellect that enabled him to rescue his daughter on Tatooine while simultaneously looking out for the greater good of the Republic and Cerea. With some pressure from the both the Republic Senate, and the Cerean people, the Elders lessened their restrictions with the import of technologies onto Cerea, as well as trade of small quantities of mineral commodities. Communications between Cerea and other Republic worlds began to develop. It became more common for Cereans to travel away from their home world. At this time, it was also agreed that the current Republic concession on Cerea would continue - unless off-worlders has explicit permission from the Elder Council, they would continue to remain on the Citadels.

The Refugee Resettlement Coalition

During the Separatist movement led by Count Dooku, shortly before the Clone Wars, as an act of goodwill

towards the Republic, the Cerean Elder Council was an active participant (along with Queen Jamilla of Naboo under the direction of the Refugee Relief Movement) in the establishment of the Refugee Resettlement Coalition.

This movement consisted of a number of planets, which agreed to open up their spaceports and certain rural areas to refugees who were caught off-planet when their homeworlds seceded from the Old Republic. Under the direction of the Refugee Relief Movement, Cerea and a number of other planets (also including Naboo, Kalarba, Sneeve, Bimmisaari, Durkteel, Ord Tessebok, Garos IV, Ord Varea and Monastery) opened their ports to any being seeking political refuge. When it was first discussed, as many as twenty-five planets in total agreed to assist with the resettlement efforts, but the number was reduced to ten planets in order to facilitate the distribution of supplies and food. In adherence with Cerea's wishes, one of the stipulations under the Coalition was that Refugees would be restricted from importing heavy technology or vehicles onto the planet - only people. The unforeseen influx of refugees to Cerea caused an immense strain on the already overpopulated (and over polluted) Citadels, and nearby Cerean communities.

Cerea During the Empire Era

At the end of the Clone Wars, Supreme Chancellor Palpatine declared himself Emperor. Accompanied by his new Sith apprentice Darth Vader, he implemented a new order - a regime based on fear and terror, encompassing a thousand-thousand worlds. It was commonly thought that Cerean population would remain for the most part unaffected by the galactic turmoil that was on the verge of breaking. The distance from Cerea to the Core Worlds was far too great to make it practical for the Empire to take notice of a small backwater planet. Or so they thought...

The Imperial Survey Corps

Imperial scouts began taking notice of the planet Cerea during several routine scouting missions to the Cerea System and outlying areas roughly around five years before the Battle of Yavin. One of the numerous mandates assigned to the scouts by the Imperial forces was to investigate and catalogue new potential locations that were deemed capable of sustaining the Imperial AgriCorps's massive farming operations. A group of relatively isolated planets, ideally suited for this aim would greatly assist the Imperial AgriCorps to meet the growing demands of the Empire in that region of space. Cerea (up until now) had several large landmasses, which were lush, fertile, and unspoiled - perfect for such a massive planetary agricultural operation. It was considered to be a particularly attractive candidate for this purpose.

After a few months of routine reconnaissance missions, the Imperial Survey Corps submitted a report to the regional Moff, consisting of several dozen worlds within the sector that were considered to be the best locations for these farming operations within this sector. Cerea was one of the forerunners. The fact that Cerea had a native species whose philosophy was in direct opposition with the Empire's method of environmental exploitation meant very little, if nothing to the Empire.

A Planetary Governor named Evan Triess was appointed to Cerea. Triess's primary mandate was to ensure total compliance of the Cerean people to Imperial Law, and complete obedience towards the Empire's industrial intent towards Cerea. Triess was met with open hostility, by the Cerean Elder Council. The Cerean people would defend their ideals vehemently, if the Empire proceeded with the Agricultural proposals on Cerea. Seeing that Triess had little success through diplomatic means, the Empire resolved to take Cerea by brute force. Several garrisons of Imperial Troops were dispatched to the planet. Some Cereans fought, others submitted without a fight, in accordance with their personal beliefs. Yet, there are others who fled - a small number of which joined the Rebellion, offering whatever assistance they could in the struggle.

Evan Triess, Governor of Cerea

Triess began his career as a soldier for the Planetary Security Forces some 25 years before the battle of Yavin. A native of Coruscant, Triess displayed many of his resources in dealing with pirates, and other small threats to the Core Worlds. Triess was renowned for his ability to remain cool and collected even under the most stressful of circumstances. As he grew in rank, he became increasingly aware - and disgusted - with the level of hypocrisy which prevailed in the Republic Senate. After several years of dedicated service, he was appointed to the rank of officer. Triess was recognized as a natural charismatic leader, and a stern disciplinarian. All of his subordinates respected him, albeit from safe distance. It was around this time, Palpatine declared himself Emperor, and turned the Security Forces into the Imperial Navy. Triess was quickly reappointed as an Officer of the Navy, since his reputation made him an ideal candidate. Triess was reassigned as a Commander on the Star Destroyer *Vigilante* only months before the Battle of Yavin.

At the ripe age of 50, he was offered the assignment as Planetary Governor of Cerea. He gladly accepted, seeing as he had no intentions of retiring just yet. His leadership methods are viewed as somewhat controversial, but he is highly capable of accomplishing any task set before him.

Evan Triess: Male Human, Soldier 4/Noble 3/Officer 2; Init +6 (+2 Dex, +4 Bonus); Def 19 (+2 Dex, +7 Class); Spd 10m; VP/WP 10/10; Atk +8/+3 melee (1d4+1, crit 20, punch), +9/+4 ranged (by weapon); SQ Favor +2, Inspire Confidence, Leadership, Noble bonus class skill (Intimidate), Resource Access; SV Fort +7, Ref +7, Will +10; SZ M; FP: 3; Rep: +6; Str 12, Dex 15, Con 10, Int 17, Wis 16, Cha 17.

Equipment: Blaster Pistol, Datapad, Comlink

Skills: Astrogate +4, Bluff +13, Computer Use +9, Demolitions +7, Diplomacy +15, Gather Information +11, Hide +4, Intimidate +15, Jump +2, Knowledge (Alien species) +12, Knowledge (Imperial Bureaucracy) +13, Knowledge (Politics) +5, Knowledge (Tactics) +7, Pilot +4, Profession (military officer) +5, Read/Write Basic, Repair +4, Sense Motive +12, Speak Basic, Speak Cerean, Treat Injury +6

Feats: Armor Proficiency (light), Athletic, Cautious, Dodge, Headstrong, Improved Initiative, Martial Arts, Persuasive, Point Blank Shot, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Many riots erupted after the Imperial forces seized control of Cerea, first around Tecave City, then increasingly in villages across the continent. The crowds were subdued - almost effortlessly by Imperial Troops - armed with technology which the Cerean public did not possess. Many Cereans, including the members of the Cerean Elder Council were arrested and imprisoned under charges of Imperial treason, ultimately doomed to the Imperial AgriCorps slave ranks. Triess established his permanent base of operations outside of Tecave City. With the disbanding of the Elder Council, the Cerean people as a whole submitted reluctantly to Palpatine's New Order.

Darth Vader dispatched several Imperial Inquisitors under Imperial reports that there was force-sensitive activity that remained on the planet. The Zwei-do temple was destroyed, and although the warriors put up a grand battle lasting for days, in the end the technology of the Empire prevailed, and wiped out the entire order. Cerean freedom came to an end - the Empire had officially taken over the once blissful planet Cerea.

The reign of the Imperial Agricultural Corps

During the Old Republic Era, the Agricultural Administration (AgriAdmin) - along with the assistance of the Agricultural Corps (AgriCorps), was the main galactic body overseeing the production of food and agricultural products. The AgriCorps division - owned and operated by the Jedi Council - and funded by the Republic, was intended as a program for developmental Jedi Knights - their primary function within the AgriAdmin body consisted in providing the manpower

necessary to bring agriculture to the far-flung worlds of the Republic.

During the Jedi Purge led by Emperor Palpatine, AgriCorps was dissolved. Under the influence of the Empire, AgriAdmin was restructured into a new division of the Imperial Supply Chain - The Imperial Agricultural Corps (Imperial AgriCorps). With the loss of AgriCorps, most galactic agriculture was now handled out of necessity by civilian-based corporations that were capable of mass-agricultural production.

The Imperial Agricultural Corps's primary duties were to heavily tax privatized existing agricultural businesses and establish new military mass-agricultural centers wherever possible. The food produced was primarily used to feed mouths of the Imperial Navy, and any surplus was sold at a hefty price to governments of worlds that were incapable of their own farming.

Powered by modernized farming droids, heavy machinery, and slave labour whenever possible, vast worlds were exploited for profit, with much disregard to planetary ecosystems. When a world was deemed no longer fit for agricultural mass exploitation, the Imperials would leave the planet barren.

The Imperial AgriCorps set up their massive agricultural operation - one of their largest since the Clone Wars - encompassing a great deal of the surface area on the Cerean mainland, in addition to a few more in neighbouring systems. The land was deforested; as a result several indigenous species were wiped out. Large heavy equipment, and antigrav robotics were brought on the planet, and then began the arduous task of refining the land with chemical biotechnology, which would enable the acceleration of the agricultural processes.

Several influential Cerean families who demonstrated loyalty (albeit subdued) to the Imperial regime were distributed comparatively small plots of land, which they used to continue their ongoing farming operations for their villages. Although these families had the luxury of owning their own property, a considerable amount of their income was taxed by the Imperial AgriCorps.

Using heavy robotic farming machinery, and filling the gaps with slave labour from prison camps, the Imperials produced vast quantities several food sources for the Imperial AgriCorps, most notably Burrmillet - a grain, which was commonly used to produce raw flours, breads and cereals.

The Cerean Nightmare

Much to the dismay of the Cerean people, that which they had tried their utmost to prevent was becoming a reality. Their worst nightmare had come true, and they were powerless to defend themselves.

Cerea During the New Republic Era

After the Emperor was overthrown during the battle of Endor, most of the remnants of the Empire went into hiding towards the outskirts of the known galaxy. Triess no longer had the authority of the Regional Government backing him, and was quickly overthrown by the people of Cerea.

Rebuilding Cerea

Triess fled, leaving the massive agricultural operations deserted for the most part. The Cereans regrouped, and reestablished the Elder Council, made up of several members who survived since before the Clone Wars. Their first order of business was to reestablish the Cerean ideals of old, since it was obvious that the reason that the previous Cerean Elder Council had failed since they had allowed their society to stray from the philosophies that had enabled themselves to survive on their own for millennia.

They began by legislating stricter technology importation laws than ever - Any infringement of this law would be enough cause for imprisonment. The Cerean people remained firm in their resolve of upholding this law.

Declining the New Republic's Offer

When the New Republic approached them in hopes of having Cerea's commitment in the New Republic, the Cerean government declined with their best wishes. Although Cerea respected the Rebel Alliance and had good hopes for the New Republic, Cerea was a self-sufficient planet, its people had no further interest in spoiling the beauty of their paradise lost - in spite of their respect for the promise which the New Republic presented.

The Cereans then began the arduous task of repairing the damage to the planet which was sustained during the Empire's reign on the planet.

Threat of the Yuuzhan Vong Invasion

Meanwhile, in a distant part of the galaxy, unbeknownst to most of the galaxy's inhabitants - an invasion on the scale of which the galaxy had never seen was just beginning. On the other side of the galaxy lied Cerea, a

primitive, peaceful planet with many untapped resources...

Cerean Equipment

Cereans have survived for millennia without technological devices, and as a result - have perfected their creation of non-mechanical devices for travel, farming, and even martial arts.

Cerean Weapons

Katana

Although the Zweido monks have balanced their mastery of martial arts along with their mastery of the Zweido, over the course of their studies they have also created weapons, which are non-technological in nature, incorporating them into their martial arts forms. Their primary weapon is the deadly katana, an exceptionally delicate Cerean blade made of a durable rare alloy which can only be found in the Aryx mountain range. The blade itself is very fine, yet possesses a keenly sharp edge. The katana is considered to be an exotic weapon (requiring the exotic weapons - katana feat), and can threaten a critical hit on a natural roll of 19-20. The use of the katana outside of the Zweido order is extremely rare, but not unheard of.



Cerean Weapons

Weapon	Cost	Damage	Critical	Range	Weight	Type	Size	Group
				Increment				
Katana	1500	1d10	19-20	-	2 kg	Slashing	Medium	Exotic
Khabalis	200	1d6/1d8	20	-	2.7 kg	Bludgeoning/Piercing	Large	Primitive
Cal-surrah	250	1d6/1d8	20	4 m	2 kg	Bludgeoning/Piercing	Large	Primitive
Combat Leg Guards	250	+2	^a	-	1.1 kg	Bludgeoning	Medium	Simple

^a Unarmed attacks can't deal critical hits unless the user has the Martial Arts feat.

Khabalis (Pronounced Ka-ba-lis)

A Khabalis is a modified lance, which has a large spherical weight attached to the end which is used to bludgeon opponents. Because of its weight, it cannot be used for range attacks. It is a primitive weapon.



Cal-surrah (Pronounced Kal-soo-ra)

Another weapon which traces its origins into the Zweido order (although commonly found throughout Cerea), the Cal-surrah consists of a quarterstaff with a spring locking mechanism (which can be triggered as a free action) unleashing a deadly tip which turns the staff into a spear. In spear mode, the weapon can be used for ranged attacks. Both modes of the weapon are considered to be primitive weapons, and as such, require the primitive weapons feat.

Combat Leg Guards

A pair of padded leg guards provides extra hitting power thanks to their weight and the materials used to construct them. They provide a +2 bonus to damage on a successful unarmed strike. This damage bonus is not cumulative with that of combat gloves.

Cerean Equipment

Cerean Equipment

Item	Cost	Weight
Hanglider	850	20 kg
Surfboard (For Windsurfing)	700	25 kg

Hang gliders

Class: Hang Glider [Air], Size: Large [4 meters wide by 2 meters long], Passengers: 1, Cargo Capacity: 2 kg, Max Speed: 80 km (May vary due to wind speed), Cost: 850, Crew: 1, Initiative: +1, Maneuver: +1, Defense: 9, Shield Points: 0, Hull: 5.

Cerean hang gliders were originally developed as a means of travel over inaccessible areas, as well as for patrolling and scout missions. In more modern times, they are primarily used for recreation - especially for

Cerean teens looking for a quick adrenaline rush, although they are still used on occasion for their original purpose.

Hang gliding requires a ledge with sufficient elevation, as well as a running distance of approximately 20 meters. Although not required for routine checks, a successful Pilot check is required to successfully maneuver the hang glider under extreme circumstances such as in high winds, or unfavorable environmental situations (DC at GM's discretion, based on situation).

A failed roll in this case will cause the character to lose control and begin falling at the rate of 12 meters per round. A successful saving throw is required to regain control of the glider. The character may attempt to regain control once per round. If the character falls, they incur damage at the rate of 1d6 per 12 meters fallen.

If the character succeeds at a Reflex Saving throw (DC 10, +1 for each 12 meters fallen), the damage is applied to vitality, otherwise the damage is applied directly to wound points. A tumble check (DC 15) may be made to treat a fall as if it were 12 meters shorter for damage purposes.

Windsurfing

Class: Wind Surfer [Water], Size: Large [2 meters], Passengers: 1, Cargo Capacity: None, Max Speed: 50 km (May vary due to wind speed), Cost: 700, Crew: 1, Initiative: +1, Maneuver: +1, Defense: 9, Shield Points: 0, Hull: 5.

Developed as an environmentally friendly means of travel along rivers and lakes. Windsurfing is mainly popular as it requires less physical exertion than boating, but the only drawback is that its sails are propelled by breezes. Therefore, they are useless on days where there isn't any wind.



Although not required for routine checks, a successful Pilot check is required to successfully maneuver the windsurfer under extreme circumstances such as in high winds, or unfavorable environmental situations (DC at GM's discretion, based on situation).

A failed roll indicates the character has fallen into the water. A successful Reflex save can be made (DC 15) to regain stability of the craft, but the character will be unable to operate the craft for another 1d4 rounds (treat character as *dazed* for combat purposes), until they have regained composure.

Cerean Adventure Hooks

While Cerea is considered to be a backwater planet, far-removed from the bustling core worlds, incorporating Cerea into any campaign setting should not be too difficult for the GM.

1. If the campaign is in the Rise of the Empire Era, fitting the PCs within the *Prelude to Rebellion* Comics setting should be fairly easy. If one of the characters is either a Jedi or a Cerean, Ki-Adi (or the Elder Council) could ask them to infiltrate/investigate a group of Techrats to see where their technology is being supplied. With a bit of creativity, they could encounter several of Bron's operatives, and uncover a plot which might lead them to Jabba the Hutt or uncovering the involvement of the Trade Federation.
2. If the setting is in the Rebellion Era, the PCs could be assigned a mission to rescue a group of Cereans currently enslaved by the Empire in one of the Imperial AgriCorps' agricultural facilities.
3. If you are GMing a darksider/bounty hunter/or criminal campaign, you could have the PCs attempt to smuggle a heavy shipment of Guilea off of the citadels.

Be creative! Enjoy the perils and wonders of the Cerean countryside...and may the Zwei be with you...always!

Acknowledgements

This was a complete labour of love for me - I derive enjoyment from a project such as this only if others deem it worthy, and enjoy reading it as much as I enjoyed making it. That being said, NO MAN IS AN ISLAND! I have many thank yous to make here, and this list is by no means exhaustive...

Jeff Boivin - Both the head of theforce.net's RPG and comics section, as well as a devoted GM to the game...for editing, d6 stats revision, SW Expanded Universe continuity...not to mention inspiring me to delve deeper into conehead lore.

Thanks for the XP dude...but I'd like to reiterate I'm doing this for passion and glory, not XP...but any XP donations are welcome.

Jamie Bell (AKA Arrack Starlighter) - Fellow PC in our gaming sessions.

Moridin (and everyone else at swrpgnetwork, both the people who run the website, and who browse the forums) - For encouraging me to prod forward, and for all the positive feedback.

Shane Appel (The knowledgeable Aussie Jedi) - For taking the time to read this, and giving me some much-needed pointers.

Paul Anderson - For actually reading this book cover to end, and finding all of my typos.

Jan Strnad, Anthony Winn, Robert Jones, Ken Kelly and everyone at Dark Horse Comics - For the *Prelude to Rebellion Comics*, and in particular...making Cerea more real to the fans.

Wizards of the Coast and West End Games - For bringing the worlds we've grown to know and love in the SW universe into playable terms.

THIS E-BOOK IS DEDICATED TO J.D. WIKER - ALTHOUGH HE DOESN'T KNOW ME PERSONALLY, HIS WRITINGS ARE MY MAIN MOTIVATION IN MY PERSUING WRITING THIS...DUDE, YOU'RE THE BEST, NO MATTER WHAT! THE SW GAMING COMMUNITY LOVES YOU!!!

KEEP ON KEEPING ON!!!

And of course...

The Flannelled One himself, *George Lucas*...for making the movies, and creating and maintaining the universe we play in...

Recommended Reading

STAR WARS - PRELUDE TO REBELLION comic series - Published by Dark Horse Comics, by Jan Strnad, Anthony Winn, Robert Jones, & Ken Kelly. 2000.